

# FindBugs Report

Produced using [FindBugs](#)3.0.1.

Project: Space-Journey[core]

## Metrics

1450 lines of code analyzed, in 51 classes, in 17 packages.

Metric	Total	Density*
High Priority Warnings	2	1.38
Medium Priority Warnings	1	0.69
Total Warnings	3	2.07

(\* Defects per Thousand lines of non-commenting source statements)

## Summary

Warning Type	Number
<a href="#">Malicious code vulnerability Warnings</a>	2
<a href="#">Dodgy code Warnings</a>	1
Total	3

## Warnings

Click on each warning link to see a full description of the issue, and details of how to resolve it.

### Malicious code vulnerability Warnings

Warning	Priority	Details
<a href="#">Field is a mutable collection</a>	High	edu.gvsu.cis.spacejourney.entity.Graveyard.actors is a mutable collection

In file Graveyard.java, line 26  
In class edu.gvsu.cis.spacejourney.entity.Graveyard  
Field edu.gvsu.cis.spacejourney.entity.Graveyard.actors  
At Graveyard.java:[line 26]

<a href="#">Field is a mutable collection</a>	High	<p>edu.gvsu.cis.spacejourney.entity.Graveyard.bodies is a mutable collection</p> <p>In file Graveyard.java, line 19 In class edu.gvsu.cis.spacejourney.entity.Graveyard Field edu.gvsu.cis.spacejourney.entity.Graveyard.bodies At Graveyard.java:[line 19]</p>
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## Dodgy code Warnings

Warning	Priority	Details
<a href="#">Possible null pointer dereference due to return value of called method</a>	Medium	<p>Possible null pointer dereference in edu.gvsu.cis.spacejourney.level.one.LevelOne.update(float) due to return value of called method</p> <p>In file LevelOne.java, line 85 In class edu.gvsu.cis.spacejourney.level.one.LevelOne In method edu.gvsu.cis.spacejourney.level.one.LevelOne.update(float) Local variable stored in JVM register ? Dereferenced at LevelOne.java:[line 85] Known null at LevelOne.java:[line 85]</p>

## Warning Types

### Field is a mutable collection

A mutable collection instance is assigned to a final static field, thus can be changed by malicious code or by accident from another package. Consider wrapping this field into Collections.unmodifiableSet/List/Map/etc. to avoid this vulnerability.

## **Possible null pointer dereference due to return value of called method**

The return value from a method is dereferenced without a null check, and the return value of that method is one that should generally be checked for null. This may lead to a `NullPointerException` when the code is executed.